

CLIPPEDIMAGE= JP406339575A  
PAT-NO: JP406339575A  
DOCUMENT-IDENTIFIER: JP 06339575 A  
TITLE: BALL GAME MACHINE

PUBN-DATE: December 13, 1994

INVENTOR-INFORMATION:

NAME

NIIYAMA, KICHIHEI

ITO, KOJI

ASSIGNEE-INFORMATION:

NAME

SOPHIA CO LTD

COUNTRY

N/A

APPL-NO: JP05129838

APPL-DATE: May 31, 1993

INT-CL\_(IPC): A63F007/02

US-CL-CURRENT: 273/118R

ABSTRACT:

PURPOSE: To provide a game machine having a feel of reality and stereoscopic feel by a method wherein the advancing condition of a game ball on a game panel is displayed as a picture on a liquid crystal display, and for the liquid crystal display, a plurality of displays of the game panel and displays of the game ball, which are different, are arranged while being overlapped.

CONSTITUTION: As a liquid crystal display(LCD) to display a game area of a ball game machine, 2 sheets of LCD 1, 2 are provided while being overlapped in the depth direction of the display surface. Respective LCDs 1, 2 are thin film transistor(TFT) type color LCDs, and are constituted by laminating a polarization film 6, glass base 7, driving part 8 consisting of TFT, orientation film 9, liquid crystal 10 on which particles

working as a spacer  
are diffused, orientation film 9, common electrode 11,  
protective film 12,  
color filter 13, glass base 7 and polarization film 6  
from the rear surface  
side, and on the back surface of the rear side LCD 2, a  
back light 14  
consisting of a sheet emitter is arranged. Then, the  
game panel and  
accessories are displayed on the rear side LCD 2, and a  
game ball is displayed  
on the front side LCD 1.

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# PATENT ABSTRACTS OF JAPAN

(11)Publication number : **02-019182**

(43)Date of publication of application : **23.01.1990**

(51)Int. Cl.

**A63F 7/02**

(21)Application number : **63-171126**

(71)Applicant : **SOPHIA CO LTD**

(22)Date of filing : **07.07.1988**

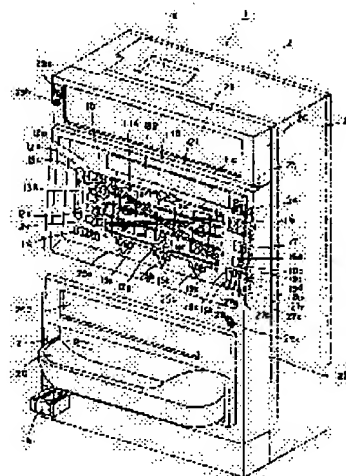
(72)Inventor : **NIYAMA KICHIHEI  
ITO KOJI**

## (54) GAME DEVICE

(57)Abstract:

PURPOSE: To further improve the interest of a game by designating the number of bets in one unit or plural units in making the prescribed number of bets into one unit and increasing even the quantity of prize balls as the quantity consumed to the bets is increased.

CONSTITUTION: When a player pushes one of fetch switch parts 27a-27e corresponding to the number of bets (5, 10, 15, 20 and 25) hoped by the player, the colors of corresponding fetch number display parts 19a-19e are changed, the play balls in the number are fetched, and a bet number display parts 12a-12e and combination designation display lines a-g are lighted up. When a start switch display part 14 is pushed, the display changes of variable display windows 11A-11C are started, the rotations of the variable display windows 11A-11C are stopped after a prescribed time passes or when stop switch display parts 25a-25c are pushed, and at the time of a correspondence to any of prize modes by repeating the action, the number of prize balls is displayed on a score display part 13B. Such game illustrations are displayed on a display part 28. In such a way, the interest of the game can be further improved.



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# PATENT ABSTRACTS OF JAPAN

(11)Publication number : **2001-252394**

(43)Date of publication of application : **18.09.2001**

(51)Int.Cl.

**A63F 5/04**

(21)Application number : **2000-068925**

(71)Applicant : **DENSO CORP  
YAMASA KK**

(22)Date of filing : **13.03.2000**

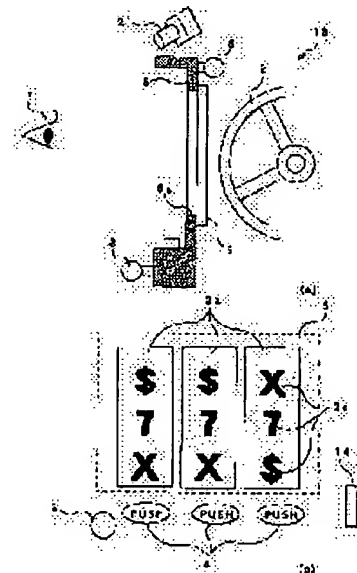
(72)Inventor : **KANEKO TAKAHISA  
NISHIOKA TAKESHI  
OZAKI MASAOKI  
YAMAGUCHI TAKU**

## (54) GAME MACHINE

### (57)Abstract:

**PROBLEM TO BE SOLVED:** To make clear the indication on one display means concerning a game machine provided with superimposed display means.

**SOLUTION:** A rotary reel display 2 is arranged behind a transparent EL panel 5 and a fluorescent lamp 9 is arranged for illuminating the rotary reel display 2. During the execution of game, the fluorescent lamp 9 is turned on and the indication on the rotary reel display 2 is made clear. When displaying a playing method or the like on the transparent EL panel 5 in standby state, since the fluorescent lamp 9 is turned on, the back rotary reel display 2 or the like is hardly viewed through the transparent EL panel 5 and the indication on the transparent EL panel 5 is made clear.



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[Date of extinction of right]

CLIPPEDIMAGE= JP408206352A  
PAT-NO: JP408206352A  
DOCUMENT-IDENTIFIER: JP 08206352 A  
TITLE: PACHINKO MACHINE

PUBN-DATE: August 13, 1996

INVENTOR-INFORMATION:

NAME

SAKAMOTO, HIDEO

ASSIGNEE-INFORMATION:

NAME

KK J T

COUNTRY

N/A

APPL-NO: JP07043416

APPL-DATE: February 7, 1995

INT-CL\_(IPC): A63F007/02; A63F007/02 ; A63F007/02

ABSTRACT:

PURPOSE: To play a game while observing a television program in an easy posture without reducing a game function by installing a liquid crystal monitor between a pair of glass plates at the corner portion of a glass door frame.

CONSTITUTION: A liquid crystal monitor 7 is installed at the right lower corner portion of a glass door frame. The liquid crystal monitor 7 is formed into a panel shape, and it is assembled between two glass plates 6f, 6r. The liquid crystal monitor 7 is joined to the front face of the glass plate 6r on the rear side by a suction sheet 8 having numerous fine suckers. The glass plate 6r can be easily replaced when it is broken. The liquid crystal monitor 7 may be joined to the glass plate 6f on the front side. The corner portion Z on the lower side of the glass plate 6r is cut into a triangle as shown by a two-dot chain line, and a connector 9 guiding a power line and a

signal line to the  
liquid crystal monitor 7 is protruded into a pachinko  
machine through it.

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CLIPPEDIMAGE= JP403051070A  
PAT-NO: JP403051070A  
DOCUMENT-IDENTIFIER: JP 03051070 A  
TITLE: INIQUITY PREVENTING DEVICE FOR PACHINKO (JAPANESE  
PINBALL) MACHINE OR  
THE LIKE

PUBN-DATE: March 5, 1991

INVENTOR-INFORMATION:  
NAME  
TESHIROGI, TOSHIYUKI

ASSIGNEE-INFORMATION:  
NAME  
ALPS ELECTRIC CO LTD

COUNTRY  
N/A

APPL-NO: JP01184775  
APPL-DATE: July 19, 1989

INT-CL\_(IPC): A63F007/02; A63F007/02

ABSTRACT:

PURPOSE: To scatter the light passing an LCE into a cloudy state and suppress iniquitous actions by switching the excitation of the LCD on or off, and changing the arrangement of liquid crystal molecules when an iniquitous action is detected.

CONSTITUTION: An LCD 1 inserted with an NCAP liquid crystal layer between two transparent films 2 and 3 is pinched by the whole faces of front glasses 2 and 3 of a PACHINKO machine. During the normal usage of the PACHINKO machine, the preset voltage is applied across transparent conducting films 2a and 3a to make the LCD 1 transparent, when an iniquitous action detecting means such as a magnetic detector is operated, the excitation of transparent conducting films 2a and 3a is cut off to make the LCD 1 nontransparent, and the whole face of

the front glass 5 is set to the cloudy state. When the iniquitous action is detected, the whole face of the front glass 5 is clouded, and a playing panel is made nonvisible. Not only the detection of the iniquitous action is notified to a guest himself, but also the change of appearance is easily observed by surrounding eyes, thus iniquitous actions can be suppressed.

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CLIPPEDIMAGE= JP407031729A  
PAT-NO: JP407031729A  
DOCUMENT-IDENTIFIER: JP 07031729 A  
TITLE: STEREOSCOPIC GAME MACHINE

PUBN-DATE: February 3, 1995

INVENTOR-INFORMATION:

NAME

NIIYAMA, KICHIHEI

ITO, KOJI

ASSIGNEE-INFORMATION:

NAME

SOPHIA CO LTD

COUNTRY

N/A

APPL-NO: JP05180373

APPL-DATE: July 21, 1993

INT-CL\_(IPC): A63F007/02; G03B035/00

ABSTRACT:

PURPOSE: To enable the attachment and detachment of a lenticular lens and to reduce a cost by making it possible to exactly align the positions of this lenticular lens and an image display section.

CONSTITUTION: The liquid crystal display surface of an LCD unit 5 enclosed by an outside frame 4 is so projected and formed as to be proximate to a glass plate 7 in nearly the central part of a game region 10 between a veneer plate 3 an glass plate 7 of the stereoscopic display game machine 1. The lenticular lens 7a formed by connecting plural semicircular convex lenses in a transverse direction is integrally formed on the glass plate 7. The images for the right eye and images for the left eyes displayed on the respective surface of the LCD unit 5 are sorted to the right eye and left eye of a player so that the game images are stereoscopically viewed. The glass plate 7

integrally formed with  
the lenticular lens 7a is drawn out of a metallic frame 8  
and is exchanged with  
an ordinary glass plate, by which the display of the  
two-dimensional images is  
enabled as well.

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CLIPPEDIMAGE= JP405115596A  
PAT-NO: JP405115596A  
DOCUMENT-IDENTIFIER: JP 05115596 A  
TITLE: PINBALL GAME MACHINE

PUBN-DATE: May 14, 1993

INVENTOR-INFORMATION:

NAME  
UGAWA, SHOHACHI

ASSIGNEE-INFORMATION:

NAME	COUNTRY
SANKYO KK	N/A

APPL-NO: JP03285204  
APPL-DATE: October 30, 1991

INT-CL (IPC): A63F007/02  
US-CL-CURRENT: 273/121B

ABSTRACT:

PURPOSE: To provide a pinball game machine having an information display part capable of enhancing the power of a display.

CONSTITUTION: A variable display device 3 has a liquid crystal indicator 31 for displaying a determined play information. The liquid crystal indicator 31 is provided apart a determined distance from a playing board surface. Thus, the play information is displayed closer to a player than a ball P of Japanese pin ball (pachinko), and the power of the display is increased. Since the pachinko ball P entering from a ball pass hole 30 is passed between the playing board surface and the liquid crystal indicator 31, the falling passage of the pachinko ball P is less limited by the variable display device 3.

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# PATENT ABSTRACTS OF JAPAN

(11)Publication number : **2001-252393**

(43)Date of publication of application : **18.09.2001**

(51)Int. Cl.

**A63F 5/04**

(21)Application number : **2000-065097**

(71)Applicant : **DENSO CORP  
YAMASA KK**

(22)Date of filing : **09.03.2000**

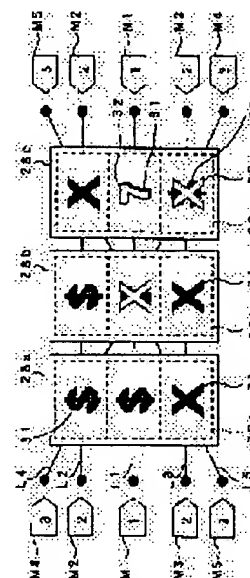
(72)Inventor : **OZAKI MASAOKI  
KANEKO TAKAHISA  
UCHIDA TSUNEO  
KAWAKAMI HIROSHI**

## (54) GAME MACHINE

### (57)Abstract:

PROBLEM TO BE SOLVED: To further enhance the interest of a player concerning a game machine for displaying a success/failure of hitting with a picture pattern.

SOLUTION: Concerning background picture patterns 31 of reels 30a-30c, the combination of prize winning is not established on any prize winning lines L1-L5 but when X of a superimposed picture pattern 32 is displayed on the lower stage of a transparent EL panel 28c, X is displayed while being superimposed on the background picture pattern 31 dollar symbol (\$) on the right side of the prize winning line L3 (in the state of replacing \$ with X) so that prize winning of 'X, X, X' is established. When X of the superimposed picture pattern 32 is displayed on the middle stage of a transparent EL panel 28b, X is displayed while being superimposed on the background picture pattern 31 of '7' in the center of the prize winning line L5 so that prize winning of 'X, X, X' is established. Since prize winning or not is occasionally determined from how the superimposed picture pattern 32 is displayed, the value of the superimposed picture pattern 32 is improved. Besides, since the stationary indication of the superimposed picture pattern 32 is completed after the background picture patterns 31 are determined, the interest of the player can be aroused to the end.



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CLIPPEDIMAGE= JP02000140269A  
PAT-NO: JP02000140269A  
DOCUMENT-IDENTIFIER: JP 2000140269 A  
TITLE: PICTURE COMBINATION TYPE PACHINKO GAME MACHINE

PUBN-DATE: May 23, 2000

INVENTOR-INFORMATION:

NAME	COUNTRY
KASHIWAGI, KATSUNORI	N/A

ASSIGNEE-INFORMATION:

NAME	COUNTRY
SANSEI	N/A

APPL-NO: JP11363128  
APPL-DATE: July 11, 1995

INT-CL\_(IPC): A63F007/02

ABSTRACT:

PROBLEM TO BE SOLVED: To prevent players from being weary of playing picture combination type pachinko game machines by enabling the players to play them while enjoying various entertainment images such as sports broadcasting at the same time.

SOLUTION: This picture combination type pachinko game machine is so structured that a play ball passing a starting checker on a player board causes an image memory 15 to output picture signals stored in advance to an image display device 1 on the playing board, which in turn scrolls a variety of pictures in two or more lines and at last stops all pictures, whose prescribed combinations give players a special bonus. An image synthesizer 17 is disposed to synthesize the picture signals out of the image memory 15 and image signals out from visual equipment such as television tuners and videoplayers, so that

necessary pictures are silhouetted against or  
translucently superposed on  
images on the image display device 1.

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